

Ongoing MonteCarlo analysis of the qqh signal with  
the SDHCAL reconstruction.  
– Overlay impact –

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- The latest MC production *sv02-02-01*, set 250 GeV, reconstructed with the SDHCAL *rv02-02-01.mILD\_I5\_o2\_v02* has now included the overlay events.
- Number of available events 50k in the DST-Merged files analyzed.
- Polarization *eLpR* (analysis of other polarizations is planned in the future).
- Beam crossing angle correction applied.

The objective of this preliminary analysis is to understand the effect of the newly included overlay into the signal events.

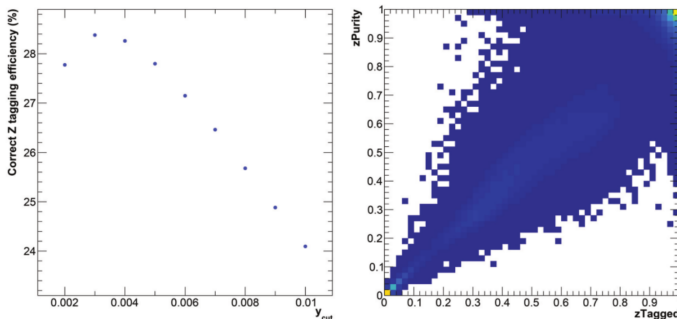
- We run over all possible jet combinatorial possibilities.
- Then we choose the pair that give us the closest mass to the Z known mass.
- Two quality variables are defined:

$$Z_{Tag} = \frac{E_Z^{j_1, j_2}}{E_Z^{Total}} \quad Z_{Purity} = \frac{E_Z^{j_1, j_2}}{E_{j_1, j_2}}$$

where  $E_Z^{j_1, j_2}$ : MC-truth di-jet energy from the Z,  $E_Z^{Total}$ : MC-truth Z energy and  $E_{j_1, j_2}$ : MC-truth total di-jet energy.

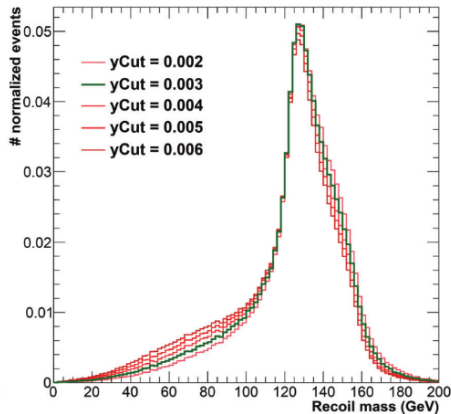
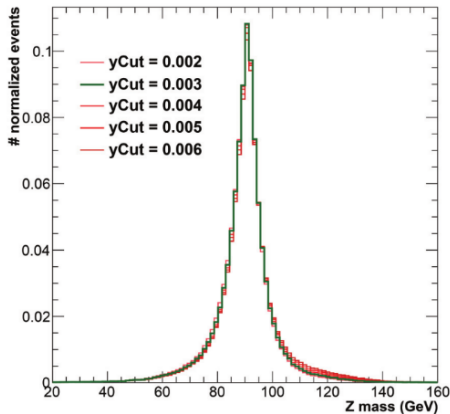
- The  $E_Z^{j_1, j_2}$  is computed through a loop over all the PFOs. The associated MC particle energy is weighted using the RecoMCTruthLink excluding the particle with a Higgs as a parent (pdgId = 25).

The algorithm used in this study was *ee\_kt\_algorithm* within fast-jet with ExclusiveYCut strategy. An optimization of  $y_{cut}$  has to be done in order to maximize the di-jet reconstruction selection efficiency. A di-jet is considered efficient if  $Z_{Tag} > 0.9$  and  $Z_{Purity} > 0.9$ .



The optimal value in this previous study was  $y_{cut} = 0.003$ .

$$M_{Recoil}^2 = [\sqrt{s} - E_Z]^2 - \vec{p}_Z^2$$



We want to find the set of parameters from the jet clustering algorithms from which the impact of the overlay is minimal. The two algorithms studied are:

- *Generalized  $k_t$  algorithm for  $e^+e^-$  collisions ( $ee\_genkt$ ) in the YCut exclusive mode.*

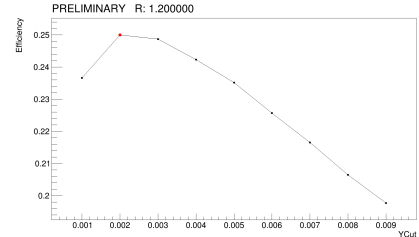
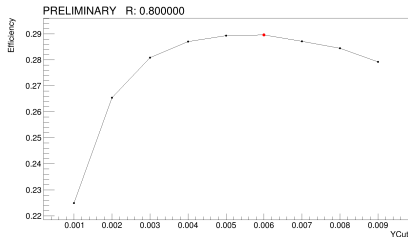
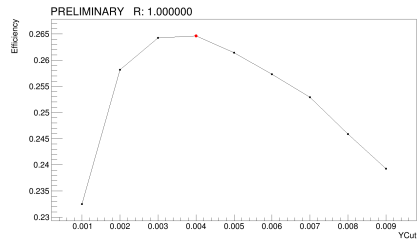
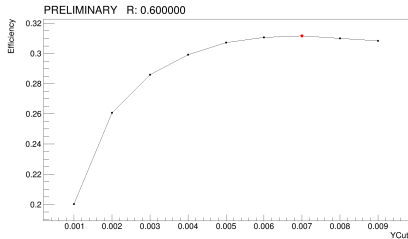
$$d_{ij} = \min(E_i^{2p}, E_j^{2p}) \frac{1 - \cos(\theta_{ij})}{(1 - \cos(R))} ; \quad d_{iB} = E_i^{2p}$$

- *$k_t$  algorithm for  $e^+e^-$  collisions ( $ee\_kt$ ) in the YCut exclusive mode.*

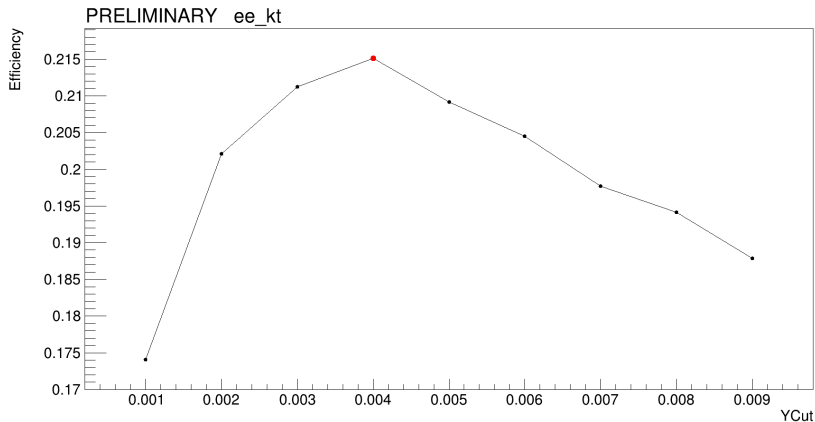
$$d_{ij} = 2\min(E_i^2, E_j^2)(1 - \cos(\theta_{ij}))$$

Parameters:  $ee\_genkt \rightarrow \mathbf{YCut}, \mathbf{R}$  and  $\mathbf{P}$  ;  $ee\_kt \rightarrow \mathbf{YCut}$

**YCut** scans like the ones in Slide 4 are performed for different values of **R** and **P** for the ee\_genkt algorithm and another one for the ee\_kt algorithm.



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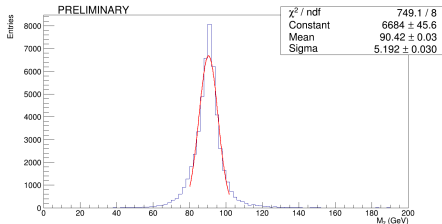
From the studied parameters  $R = 0.6$  gives the highest efficiency. However this does not mean that gives the best jet reconstruction. The quality variables computed are:

- $Z_{Mass}$  differences (%). The  $Z$  mass is reconstructed, following the previous procedure, with and without overlay. This distribution is fitted to a gauss function and then two differences are computed:

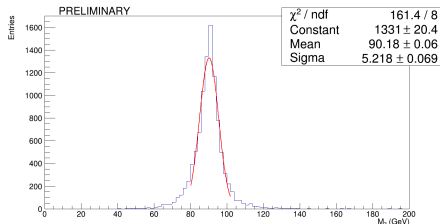
$$ZDiff = |M_Z - M_Z^{NoOverlay}| / M_Z$$

$$OverlayDiff = |M_Z^{Overlay} - M_Z^{NoOverlay}| / M_Z^{NoOverlay}$$

**R = 0.6**



**R = 0.6 No Overlay**



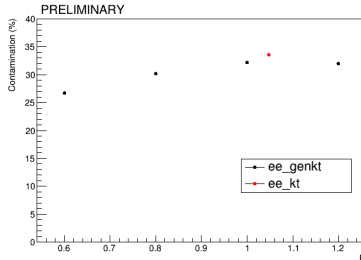
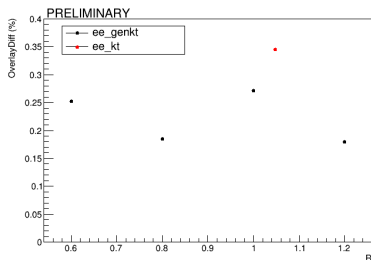
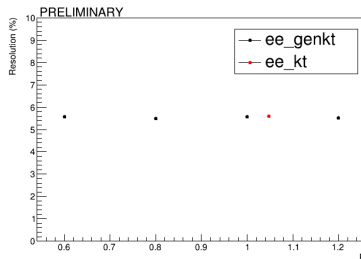
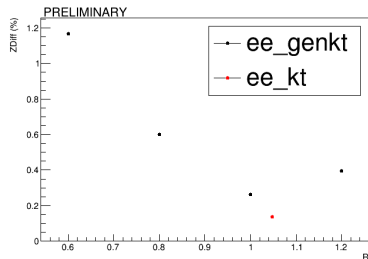
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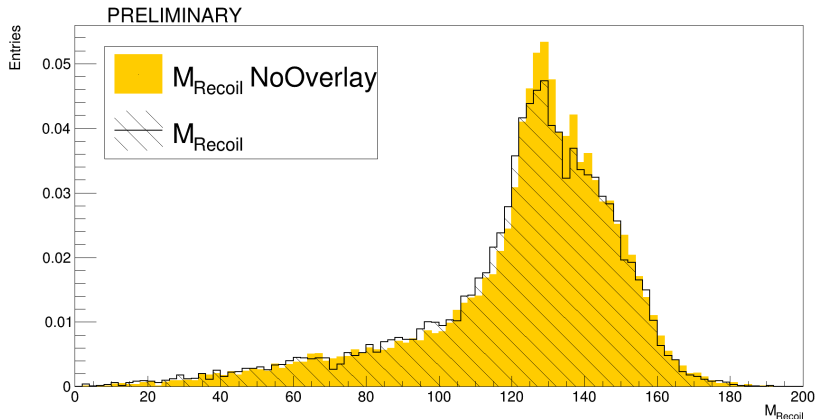
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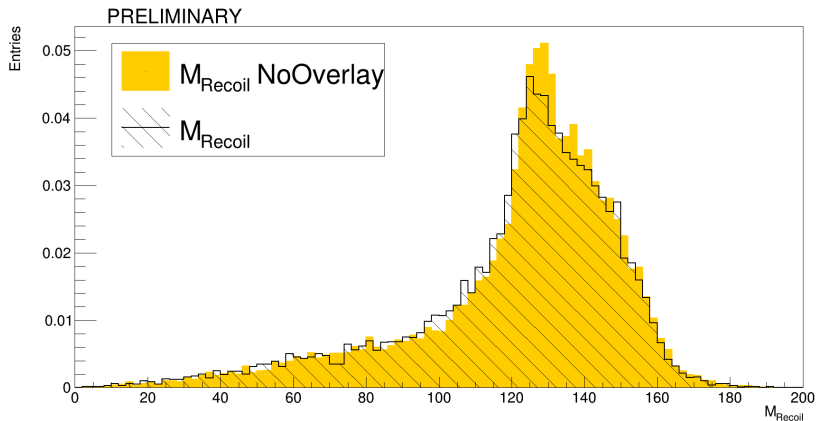
- $Z_{Mass}$  "resolution".  $(\sigma / M_Z)$  from the previous fit.
- Jet Contamination (%). The mean percentage of jets that have some overlay contribution.



With this algorithm the optimal parameters have been found to be  $R = 1.0$  and  $Y_{\text{Cut}} = 0.004$  and an impact of less than 0.3 % from overlay in the Z reconstruction.



With this algorithm the optimal parameter is  $Y_{\text{Cut}} = 0.004$  and an impact of 0.35 % from overlay in the Z reconstruction.

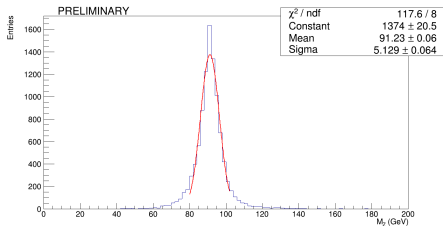


It have been shown the set of parameters that minimizes the overlay effect while efficiently reconstructing the  $Z$  mass and showing healthy recoil mass distributions.

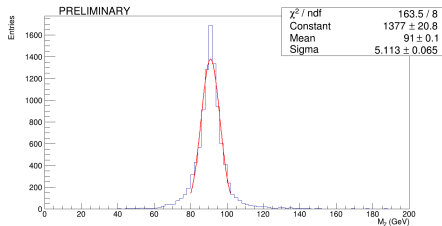
A slightly better shape in the recoil mass is obtained from the ee\_kt method that indicates that it is the algorithm that should be used.

# BACKUP

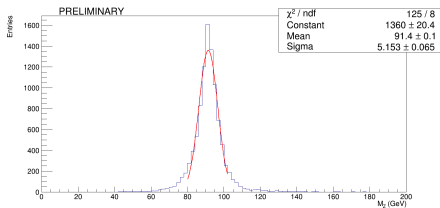
## Overlay



## No Overlay



## Overlay



## No Overlay

